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PATENT ABSTRACTS OF JAPAN

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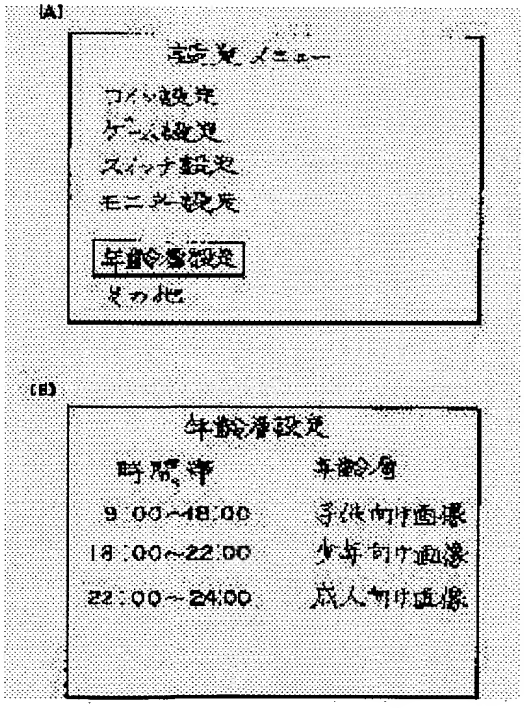
(54) GAME DEVICE AND INFORMATION RECORD MEDIUM

(57)Abstract:

PROBLEM TO BE SOLVED: To provide a game device and an information record medium generating a proper picture according to each time zone.

SOLUTION: When the operator of a game equipment sets designating information of a time zone and a picture to display in the time zone through the use of an operation part, etc., the setting is stored. A present time is obtained by a timer and time zone which the present time belongs to is obtained to generate a picture designated by designating information set to the time zone. In time zones for children, boys and adults, pictures for children, for boys and for adjusts are respectively generated. At the time of not providing the setting part of designating information of a time zone and picture information, a means for prohibiting the time matching of time to an optional time is provided. For example, the time match of a timer is limited to setting by communication with a host device and setting by reading data from an unreadable memory by a program.



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DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[Field of the Invention] This invention relates to the game equipment and the information storage which can generate a different image for every time zone.
[0002]
Background Art and Problem(s) to be Solved by the Invention] Although the game of various genres has won popularity in recent years, it is usually that the ideas over a game differ according to the age group which enjoys it. For example, an adult likes a game with an ambient atmosphere [that a role playing game, a mah-jongg game, etc. are complicated and adult] to liking a game that an action game, a child's puzzle game, etc. are simple and speedy. Moreover, a child likes an image real [an adult] and serious to liking a fantastic and comical image. Therefore, although a child enjoys popularity, an adult has unpopular game equipment or there is game equipment of the reverse inclination.
[0003] On the other hand, in the game facility, entrance age is restricted according to the time zone by laws, such as a food-and-entertainment-businesses method, and the regulations for every municipal corporation. For example, a child's entrance is restricted after 18:00 and a boy's entrance is restricted after 22:00. Therefore, in the time zone when a child's entrance is restricted, the direction with much installation number of the game equipment for adults is more desirable than the game equipment for children on business. On the other hand, in the time zone when a child's entrance is not restricted, rather than the game equipment for adults, the direction with much installation number of the game equipment for children is desirable on business, and can also think that existence of the game equipment for adults is not desirable from a viewpoint on a child's education.
[0004] However, with old game equipment, do not depend the image displayed, it is being fixed to the time zone, and one game equipment has played only one kind of game. For this reason, the game equipment for children was not used effectively in the time zone in which a child's entrance is restricted and a child is not, and the game equipment for adults was not conversely used effectively by adult in the time zone in which many children are.
[0005] This invention has the place which it is made in order to solve the above technical problems, and is made into the purpose in offering the game equipment and the information storage medium which can generate the suitable image according to each time zone.
[0006]
[Means for Solving the Problem] A setting means for a user to set up the assignment information which this invention is game equipment which generates and outputs an image, and specifies the image displayed on a time zone and this time zone, in order to solve the above-mentioned technical problem, A means to memorize a setup by said setting means, and the timer for asking for current time, It asks for the time zone when this current time belongs based on the current time obtained by said timer, and is characterized by including a means to direct generation of the image specified by said assignment information set as this time zone, and a means to generate the directed image.
[0007] According to this invention, users, such as an operator of a game facility, set up the assignment

information on the image displayed on a time zone and its time zone using a given actuation means. Then, the setup is memorized. And current time is called for by the timer and the image specified as the time zone when the current time belongs is generated. A different image by this for every time zone can be displayed. Especially this invention has the description in the point that a user can set up freely the image displayed on each time zone. The image for which a user asks can be displayed on each time zone by this, and improvement in the operating ratio of the game equipment in a game facility etc. can be expected.

[0008] Moreover, a means to memorize a setup of the assignment information which this invention is game equipment which generates and outputs an image, and specifies the image displayed on a time zone and this time zone, The timer for asking for current time, and a means to forbid time amount doubling to the time amount of the arbitration of said timer, It asks for the time zone when this current time belongs based on the current time obtained by said timer, and is characterized by including a means to direct generation of the image specified by said assignment information set as this time zone, and a means to generate the directed image.

[0009] According to this invention, a setup of the assignment information on the image displayed on a time zone and its time zone is memorized by the manufacturer of game equipment etc. at a setting storage means. And current time is called for by the timer and the image specified as the time zone when the current time belongs is generated. And according to this invention, time amount doubling to the time amount of the arbitration of a timer is forbidden. By doing in this way, it can prevent effectively that a user makes game equipment generate an image which puts the time amount of a timer out of order, and is different from a setup of a manufacturer.

[0010] Moreover, this invention is restricting a setup of the time amount doubling data to said timer to a setup by the communication link with host equipment, and is characterized by forbidding time amount doubling to the time amount of the arbitration of said timer. According to this invention, time amount doubling of a timer will be performed by the communication link with the host equipment which a manufacturer etc. owns. By doing in this way, it becomes possible to make it in agreement with the time amount to which a manufacturer manages the time amount of a timer, and time amount doubling to the time amount of the arbitration of a timer can be forbidden effectively.

[0011] Moreover, this invention is that rewriting by the program restricts a setup of the time amount doubling data to said timer to a setup by data reading from impossible memory, and is characterized by forbidding time amount doubling to the time amount of the arbitration of said timer. According to this invention, rewriting according [time amount doubling of a timer] to a program will be performed by data reading from impossible memory. By doing in this way, it becomes possible to make it in agreement with the time amount to which a manufacturer manages the time amount of a timer, and time amount doubling to the time amount of the arbitration of a timer can be forbidden effectively.

[0012] moreover, the 2nd time zone corresponding to [this invention generates the image for the 1st age group in the 1st time zone corresponding to the 1st age group, and] the 2nd age group -- setting -- the image for the 2nd age group -- generating ..... it is characterized by generating the image for the Nth age group in the Nth time zone corresponding to the Nth age group. By doing in this way, the image which fitted each time zone corresponding to each age group at each age group can be displayed. Thereby, improvement in the operating ratio of a game facility etc. is expectable.

[0013] Moreover, this invention is changing at least one side of a program which performs the data and image generation which are used for image generation based on said assignment information, and is characterized by generating the image corresponding to each time zone. For example, in a child's time zone, an image is generated using the 1st image data, and an image is generated using the 2nd image data in adult's time zone. Or a part or all of a game program is changed for every time zone. By doing in this way, the image corresponding to each time zone is generable.

[0014]

[Embodiment of the Invention] Hereafter, the operation gestalt of this invention is explained using a drawing.

[0015] (Example 1) An example of the functional block diagram of the game equipment of an example 1

is shown in drawing 1 .
[0016] The actuation information which a control unit 10 is for a player to operate a lever, a carbon button, a handle, an accelerator, etc., and input actuation information, and was acquired by the control unit 10 is inputted into the processing section 100.
[0017] The processing section 100 performs various processings, such as a setup in program execution and various modes, and arrangement of a display object, based on this actuation information, a given program, etc., and that function is realized by hardware, such as CPU and memory. This processing section 100 contains the setting section 110, the setting storage section 112, and the directions section 114.
[0018] A timer (real time clock) 120 has the clock function which shows current time, and the processing section 100 can know current time based on the output of this timer 120. The function of a timer 120 is realized by hardware, such as an oscillator and a counter. Moreover, time amount doubling of a timer 120 is realized by setting time amount doubling data as the register which a timer 120 contains.
[0019] that to which the image generation section 200 generates an image based on the processing result in the processing section 100 -- it is -- the function -- IC for image generation (Dedication IC and CPU or DSP) -- and -- making a note -- etc. -- hardware is realized. The image generated in the image generation section 200 is outputted to a display 12, and is displayed in a display 12.
[0020] Processing for a user to set up the assignment information on the image which the setting section 110 displays on a time zone and its time zone performs, the setting storage section 112 memorizes a setup by the setting section 110, and the 1st description of this example is to the point that the directions section 114 directs generation of the image specified by the assignment information set as the time zone in quest of the time zone when the current time obtained by the timer 120 belongs. By doing in this way, the image to display can be changed for every time zone. The following processings are more specifically performed.
[0021] That is, a setting screen as shown in drawing 2 (A) is displayed on a display 12 because a user operates the mode setting switch formed in game equipment. A user operates the lever of a control unit 10, a carbon button, a handle, an accelerator, etc., looking at this setting screen, and performs various kinds of setup. For example, a setup of a game tariff, a setup of the contents of a game, the test of a switch, adjustment of a monitor, etc. are respectively attained by choosing a coin setup of drawing 2 (A), a game setup, a switch setup, and a monitor setup. And selection of an age group setup displays a setting screen as shown in drawing 2 (B).
[0022] In addition, the setting screen of these drawing 2 (A) and (B) is displayed because the setting section 110 performs various processings.
[0023] As shown in drawing 2 (B), in this example, the image to display can be specified for every time zone in this setting screen. That is, in drawing 2 (B), the display of the image for children is specified as the time zone at 9:00- 18:00, the display of the image for boys is specified as the time zone at 18:00- 22:00, and the display of the image for adults is specified as the time zone at 22:00- 24:00. Thus, in this example, users (operator of a game facility etc.) can set up freely the class (assignment information on an image) of image corresponding to a time zone or it, and each image corresponding to each age group can be displayed in each time zone corresponding to each age group.
[0024] In addition, although it is desirable that it is especially an image according to each age group as for the image set up for every time zone in the setting section 110, it is not restricted to this. For example, a suitable image may be displayed on a morning at a morning, or you may make it display a suitable image on night at night. Or the image displayed for every time zone may be changed so that it may become the the best for improvement in the operating ratio of a game facility. Moreover, it is not restricted to what also showed a setup of a time zone to drawing 2 (B), and various deformation implementation is possible. Moreover, it is not restricted to what also shows the configuration and the setting approach of a setting screen to drawing 2 (A) and (B).
[0025] A setup of the assignment information on the image corresponding to a time zone and each time zone is performed as mentioned above by the setting section 110. And the contents of a setting of the

setting section 110 (a time zone and assignment information on an image) are memorized by the setting storage section 112. The contents which this set up once will be held unless the stored data of the setting storage section 112 is rewritten. And the directions section 114 directs generation of the image corresponding to each time zone based on the stored data of the setting storage section 112. The image generation section 200 generates an image according to these directions.

[0026] The example of the image generated by drawing 3 (A) - drawing 5 (B) by this example is shown.

[0027] Drawing 3 (A) and (B) show the example of the image at the time of applying this example to a sport-combative game, drawing 3 (A) is the example of the image for children, and drawing 3 (B) is the example of the image for adults. In this sport-combative game, a player operates characters 20 and 22, punch, a kick, etc. are made to let out to characters 20 and 22, and a versus fighting game is enjoyed. And in drawing 3 (A), it is large, and the heads 24 and 26 of characters 20 and 22 are comical, and serve as an image of the child sense from usual. On the other hand, in drawing 3 (B), the heads 24 and 26 of characters 20 and 22 usually serve as size, are real and serve as an image of the adult sense.

[0028] It is displaying an image like drawing 3 (A) in a time zone with many children, and the operating ratio of the game equipment in a game facility etc. can be improved. One side can improve an operating ratio etc. because there is almost no child and he displays an image like drawing 3 (B) in a time zone with many adults under the effect of a food-and-entertainment-businesses method, regulations, etc.

[0029] In addition, at drawing 3 (A) and (B), the image corresponding to each time zone is generated by changing the data used for image generation based on the contents of a setting of the setting section 110. That is, the 1st head object data of the large size as a thing which expresses with drawing 3 (A) the head 24 which constitutes a character 20 is used, and the 2nd head object data of the usual size is used in drawing 3 (B). It more specifically directs that the directions section 114 uses the 1st head object data when the current time obtained by the timer 120 is a child's time zone in the image generation section 200, and in being adult's time zone, it directs to use the 2nd head object data. Thus, according to the technique of changing the data used for image generation, it becomes possible to generate the image according to each age group simply.

[0030] In addition, when applying this example to a sport-combative game, the degree of the violence of a grapple is softened and you may make it the image for adults raise the degree of the violence of a grapple by the image for children.

[0031] On the other hand, unlike drawing 3 (A) and (B), in drawing 4 (A) and (B), the program itself which performs image generation is changed for every time zone. In drawing 4 (A), a player moves a character 30 to right and left, and the image of the action game caught so that the eggs 34 and 36 which the bird 32 dropped may not be dropped to the ground is displayed. On the other hand, in drawing 4 (B), the image of the mah-jongg game which enjoys the character 40 which a computer operates, and mah-jongg is displayed. In this mah-jongg game, if a player goes up or it is topping, the image of a character 40 will change and a player will enjoy change of this image.

[0032] Since an action game as shown in drawing 4 (A) is what is liked by the child, when current time is a child's time zone, it runs the program of such an action game. On the other hand, since a mah-jongg game as shown in drawing 4 (B) is what is liked by adult, when current time is adult's time zone, it runs the program of such a mah-jongg game. That is, according to a setup (the contents of storage of the setting storage section 112) of the setting section 110, the program corresponding to each time zone is run. In each time zone, the game program for the age groups corresponding to each time zone will run by doing in this way, and the operating ratio of a game facility etc. can be improved.

[0033] In drawing 5 (A) and (B), it is the example of the image of a game by which the primitive sides (a polygon, curved surface, etc.) 48 of the wrap covering object 46 are removed in the character object 44 based on whether game clear conditions were fulfilled (it becomes non-display, transparence, etc.). If the primitive side 48 is removed, a player will become possible [seeing the image of the part hidden by the primitive side 48 in each part of the character object 44]. Game clear conditions will be filled with going up in a mah-jongg game in this case, clearing a stage by the action game, answering correctly in a quiz game, or beating an enemy in a sport-combative game etc., and the primitive side 48 will be removed.

[0034] And in the image for children of drawing 5 (A) displayed on a child's time zone, the image which appears when the primitive side 48 is removed is made into the thing suitable for a child. It is made that to which an adult can, on the other hand, enjoy the image which appears when the primitive side 48 is removed in the image for adults of drawing 5 (B) displayed on adult's time zone. By doing in this way, it becomes possible to display the image suitable for each time zone, and the operating ratio of a game facility etc. can be improved.
[0035] As explained above, according to this example, unlike the fixed conventional example, the image generated can generate a different image for every time zone. And when there is the entrance age limit according to time zone by the food-and-entertainment-businesses method or regulations, the image it is displayed on each time zone that suits this entrance age limit can be set up. While being able to improve the operating ratio of a game facility by this, it can prevent that the effect considered not to be desirable attains to a child.
[0036] Especially the description of this example is in the point that users (operator of a game facility etc.) can set up freely the image (assignment information on an image) displayed on a time zone and its time zone using a setting screen as shown in drawing 2 (B).
[0037] That is, as one technique of changing an image for every time zone, the setting section 110 as shown in drawing 1 is not formed, but the technique to which an image is changed only based on the contents which the manufacturer made the setting storage section 112 memorize is also considered. By this technique, when a manufacturer sets up, for example so that the image for children may be displayed in 9:00- 18:00 and a boy and the image for adults may be displayed in 18:00- 24:00, a user cannot change this setup.
[0038] However, the contents of the entrance age limit may change with areas, and by the above-mentioned technique, a user cannot change the contents of a setting and they cannot cope with it appropriately [in such a case]. Moreover, there is also a location which has forbidden a child's entrance independently depending on a game facility, and, in such a case, it cannot be appropriately coped with by the above-mentioned technique. Furthermore, it is not based on a convention of a food-and-entertainment-businesses method etc., or also when a setup of the image displayed on a time zone and its time zone that an operating ratio should be improved by original decision of a game facility wants to change regardless of an age group etc., it is, and by the above-mentioned technique, it cannot be coped with appropriately also in this case. According to this example, since a free setup by the setting section 110 is possible, when it is the above-mentioned versatility, it can be coped with suitable for this.
[0039] Next, actuation of this example is briefly explained using the flow chart of drawing 6 .
[0040] The assignment information on the image first displayed on a time zone and its time zone is set up (step S1). Next, current time is read from a timer 120 and it judges to which time zone current time belongs (steps S2 and S3). And when current time is a child's time zone, the image for children is displayed (step S4). Similarly, when current time is a boy's time zone and adult's time amount, the image for boys and the image for adults are displayed respectively (steps S5 and S6). And after given period progress, current time is again read from a timer 120, and the processing mentioned above is repeated.
[0041] (Example 2) An example 2 is an example which established a means to have not formed the setting section 110 prepared in the example 1, instead to forbid time amount doubling to the time amount of the arbitration of a timer 120.
[0042] An example of the functional block diagram of the game equipment of an example 2 is shown in drawing 7 . Unlike drawing 1 , by drawing 7 , the communications departments (modem etc.) 130 for the setting section 110 not being formed, instead performing a communication link with a manufacturer's host equipment 140 are formed. And a setup of the time amount doubling data to a timer 120 is restricted to a setup by the communication link with host equipment 140. Thereby, time amount doubling to the time amount of the arbitration of a timer 120 can be forbidden.
[0043] The setting section 110 is not formed in the example 2. Therefore, a user cannot set up freely the image displayed on a time zone and its time zone. That is, in the example 2, the image assigned in each time zone will be displayed based on the contents which the manufacturer made the setting storage section 112 memorize. That is, the situation as which the image for adults will be displayed on a child's

time zone by modification of a setup by the user can be prevented.
[0044] However, if time amount doubling to the time amount of the arbitration of a timer 120 is allowed, a different image from a setup of a manufacturer may be displayed because a user puts the time amount of a timer 120 out of order. For example, if a user sets forward time amount of a timer 120 by rewriting of a program etc. for 4 hours when the manufacturer has set up so that the image for adults may be displayed after 22:00, the image for adults will be displayed from 18:00. When it carries out that the backup cell of a timer 120 is turned off as time amount doubling of a timer 120 is completely impossible etc. and the time amount of a timer 120 is truly out of order, it will become impossible on the contrary, to cope with this.
[0045] So, in this example, a means to forbid time amount doubling to the time amount of the arbitration of a timer 120 is established. As more specifically shown in drawing 7 , a setup of the time amount doubling data to a timer 120 is restricted to a setup by the communication link with the host equipment 140 which a manufacturer owns. By doing in this way, the time amount of a timer 120 will surely be in agreement with the time amount managed by the host equipment 140 which a manufacturer owns, and time amount doubling to the time amount of the arbitration of a timer 120 is forbidden. On the other hand, when a backup cell is turned off and the time amount of a timer 120 is out of order, a timer 120 can be set by right time amount by communicating using the communications department 130.
[0046] In addition, what is necessary is not to always connect the communications department 130 to host equipment 140, and to connect only at the time of time amount doubling.
[0047] Other examples of the operation gestalt of a prohibition means are shown in drawing 8 (A) and (B). In drawing 8 (A) and (B), the time amount doubling data 154 are written in ROMs152 (flash ROM etc.) which are not rewritable according to a program. And as shown in drawing 8 (A), ROM writer 150 which a manufacturer owns performs rewriting of the time amount doubling data 154. Moreover, as shown in drawing 8 (B), time amount doubling of a timer 120 is performed by reading the time amount doubling data 154 from this ROM152. By doing in this way, the time amount of a timer 120 will surely be in agreement with the time amount managed by ROM writer 150 etc., and time amount doubling to the time amount of the arbitration of a timer 120 is forbidden. On the other hand, when the time amount of a timer 120 is out of order, the time amount doubling data 154 can be again read into a timer 120, or a timer 120 can be set by right time amount by rewriting the time amount doubling data 154 to right data by ROM writer 150 which a manufacturer owns.
[0048] In addition, as an operation gestalt of a prohibition means, the thing of various gestalten is employable besides drawing 7 , drawing 8 (A), and (B). For example, it controls by the ASIC circuit, without controlling a timer 120 by CPU, and you may prevent from managing time amount doubling by the program.
[0049] Next, an example of the configuration of the hardware which can realize the above-mentioned examples 1 and 2 is explained using drawing 9 . With the equipment shown in this drawing, CPU1000, ROM1002, RAM1004, the information storage medium 1006, the sound generation IC 1008, the image generation IC 1010, and I/O Ports 1012 and 1014 are mutually connected by the system bus 1016 possible [data transmission and reception]. And a display 1018 is connected to said image generation IC 1010, a loudspeaker 1020 is connected to the sound generation IC 1008, a control apparatus 1022 is connected to I/O Port 1012, and the communication device 1024 is connected to I/O Port 1014.
[0050] Image information for the information storage medium 1006 to express a program and a display object etc. is mainly stored, and CD-ROM, a game cassette, an IC card, MO and FD, memory, etc. are used. For example, with home video game equipment, CD-ROM and a game cassette are used as an information storage medium which stores a game program etc. Moreover, with business-use game equipment, memory, such as ROM, is used and the information storage medium 1006 is set to ROM1002 in this case.
[0051] A control apparatus 1022 is equipment for inputting into the body of equipment the result of the decision which is equivalent to a controller, a control panel, etc. and a player performs according to game advance.
[0052] According to the program stored in the information storage medium 1006, the system programs

(initialization information on the body of equipment etc.) stored in ROM1002, the signal inputted by the control apparatus 1022, CPU1000 performs control of the whole equipment and various data processing. RAM1004 is a storage means used as a working area of this CPU1000 etc., and the given contents of the information storage medium 1006 or ROM1002 or the result of an operation of CPU1000 is stored. Moreover, the DS with logical configurations, such as assignment information on the image displayed on a time zone and its time zone and image data, will be built on this RAM or an information storage medium.

[0053] Furthermore, the sound generation IC 1008 and the image generation IC 1010 are formed in this kind of equipment, and the suitable output of a game sound or a game image can be performed now. The sound generation IC 1008 is an integrated circuit which generates game sounds, such as a sound effect and background music, based on the information memorized by the information storage medium 1006 and ROM1002, and the generated game sound is outputted by the loudspeaker 1020. Moreover, the image generation IC 1010 is an integrated circuit which generates the pixel information for outputting to a display 1018 based on the image information sent from RAM1004, ROM1002, and information storage medium 1006 grade. In addition, as a display 1018, what is called the so-called head mount display (HMD) can also be used.

[0054] Moreover, a communication device 1024 exchanges with the exterior various kinds of information used inside image generation equipment, and is connected with other image generation equipments, and the given information according to a game program is sent and received, or it is used for sending and receiving information, such as a game program, through a communication line etc.

[0055] And various processings in which it explained by drawing 1 - drawing 5 (B), drawing 7 - drawing 8 (B) are realized by the information storage 1006 which stored the program which performs processing shown in the flowchart of drawing 6 , and CPU1000 and the image generation IC1010 grade which operate according to this program. In addition, CPU1000 or general-purpose DSP may perform by software processing performed in the image generation IC 1010 and sound generation IC1008 grade.

[0056] The example at the time of applying this example to business-use game equipment at drawing 10 (A) is shown. CPU, the image generation IC, sound generation IC, etc. are mounted in the IC substrate 1106 built in equipment. And the information for setting up the assignment information which specifies the image displayed on a time zone and its time zone, The information for asking for current time using the information for memorizing the setup, and a timer, The information for directing generation of the image specified by the assignment information which asked for the time zone when current time belongs, and was set as the time zone, The information for forbidding time amount doubling to the information for generating the directed image and the time amount of the arbitration of a timer etc. will be stored in the information storage media 1108, such as memory. Hereafter, such information is called storing information. Such storing information contains at least one, such as the program code for performing the above-mentioned various processings, image information, sound information, configuration information on a display object, table data, list data, and player information.

[0057] The example at the time of applying this example to game equipment for home use at drawing 10 (B) is shown. Looking at the game image projected on the display 1200, a player operates the game controllers 1202 and 1204 and enjoys a game. In this case, the above-mentioned storing information is stored in CD-ROM1206 which is the information storage medium which can be freely detached and attached to the main frame, IC card 1208, and 1209 grades.

[0058] The example at the time of applying this example is shown in the game equipment containing the terminal 1304-1 connected with host equipment 1300 and this host equipment 1300 through a communication line 1302 at drawing 10 (C) - 1304-n. In this case, the above-mentioned storing information is stored in the information storage media 1306, such as a magnetic disk drive with controllable host equipment 1300, a magnetic tape unit, and memory. A terminal 1304-1 - 1304-n have CPU, the image generation IC, and the sound generation IC, and when it is what can generate a game image and a game sound by the stand-alone, from host equipment 1300, the game program for generating a game image and a game sound etc. is delivered by a terminal 1304-1 - 1304-n. On the other hand, when ungenerable by the stand-alone, a game image and a game sound are generated, and host

equipment 1300 will transmit this to a terminal 1304-1 - 1304-n, and will output in a terminal.
[0059] In addition, what [not only] was explained in the above-mentioned examples 1 and 2 but various deformation implementation is possible for this invention.
[0060] For example, the setting technique of a time zone and the assignment information on an image is not restricted to what was explained by this example, and the image displayed on each time zone is not restricted to the thing corresponding to each age group, either. Moreover, it is not restricted to what also explained the game which can apply this invention by this example.
[0061] Moreover, this invention can be especially applied to the various effective game [but other] equipment, when it applies to business-use game equipment, a simulator, and the large-sized attraction equipment with which many players participate.
[0062]

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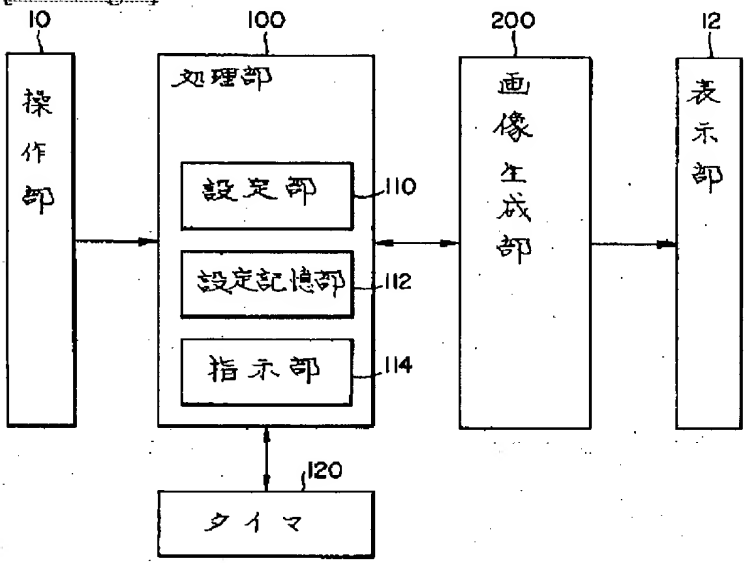
3.In the drawings, any words are not translated.

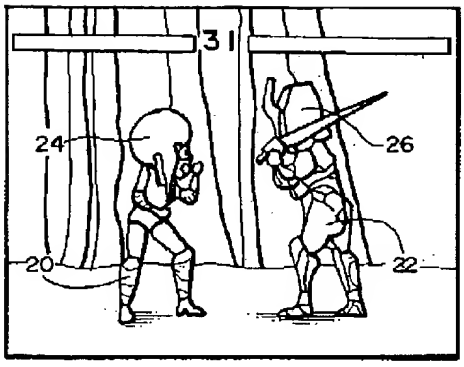
DRAWINGS

[Drawing 1]

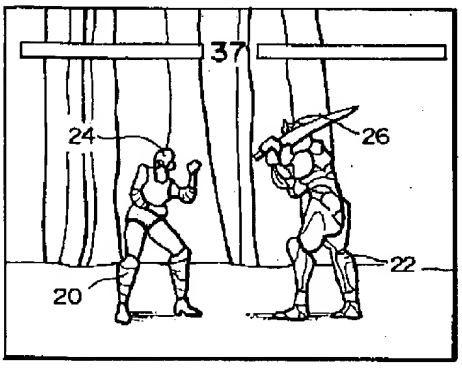


[Drawing 3]

(A)

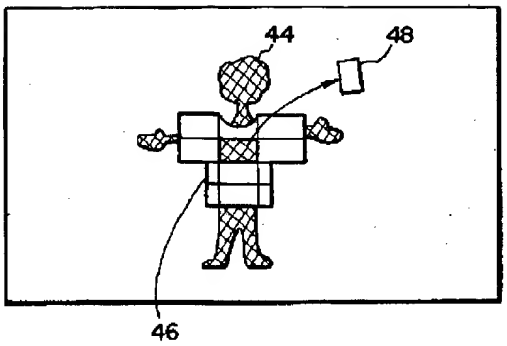


(B)

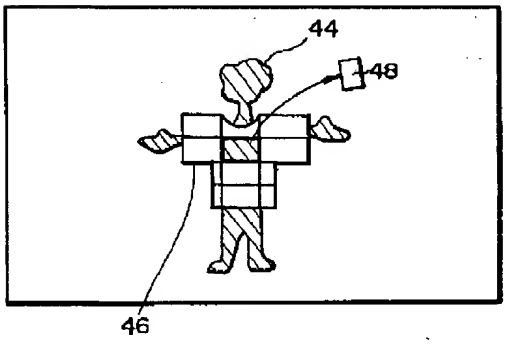


[Drawing 5]

(A)

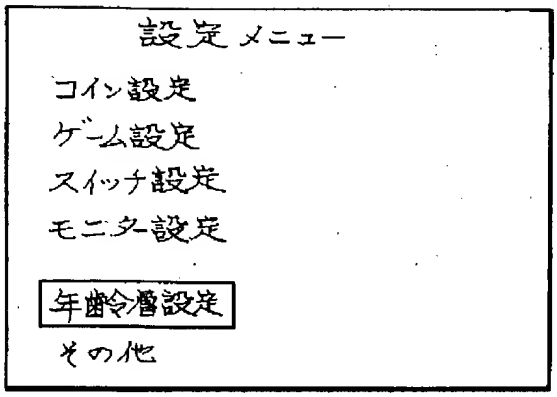


(B)

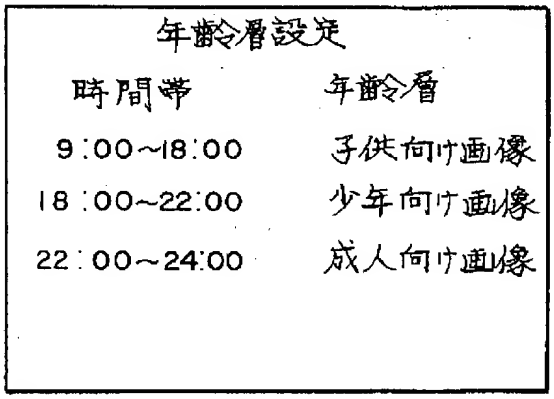


[Drawing 2]

(A)

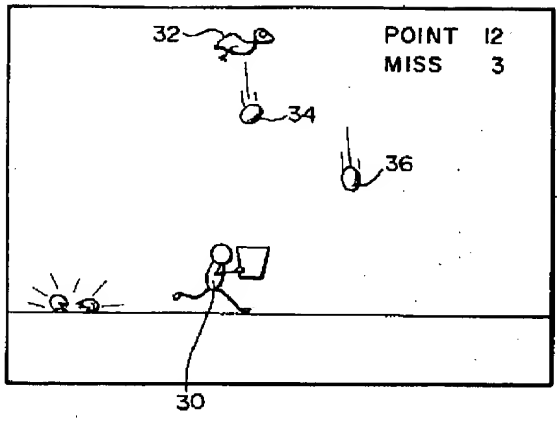

設定メニュー
コイン設定
ゲーム設定
スイッチ設定
モニタ設定
年齢層設定
その他

(B)

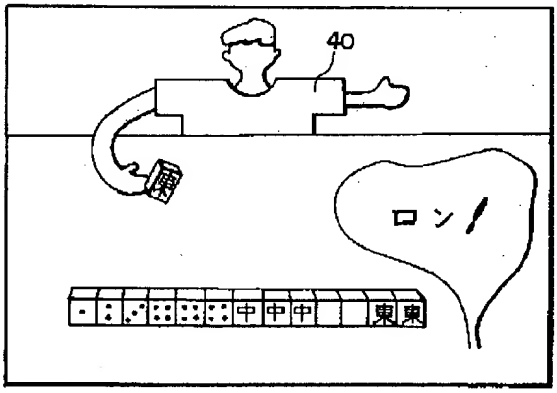

年齢層設定
時間帯
年齢層
9:00~18:00
子供向け画像
18:00~22:00
少年向け画像
22:00~24:00
成人向け画像

[Drawing 4]

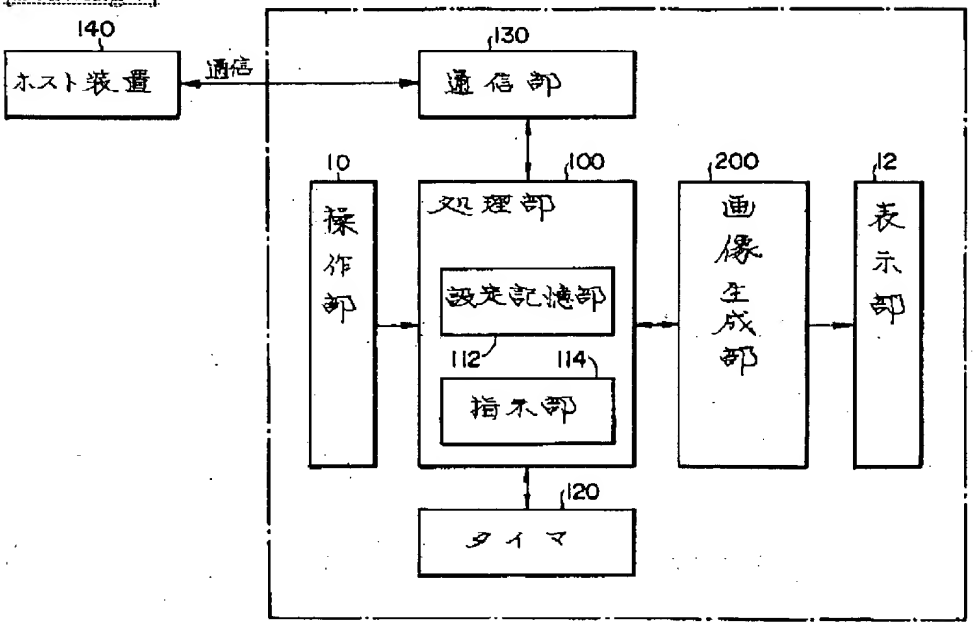
(A)



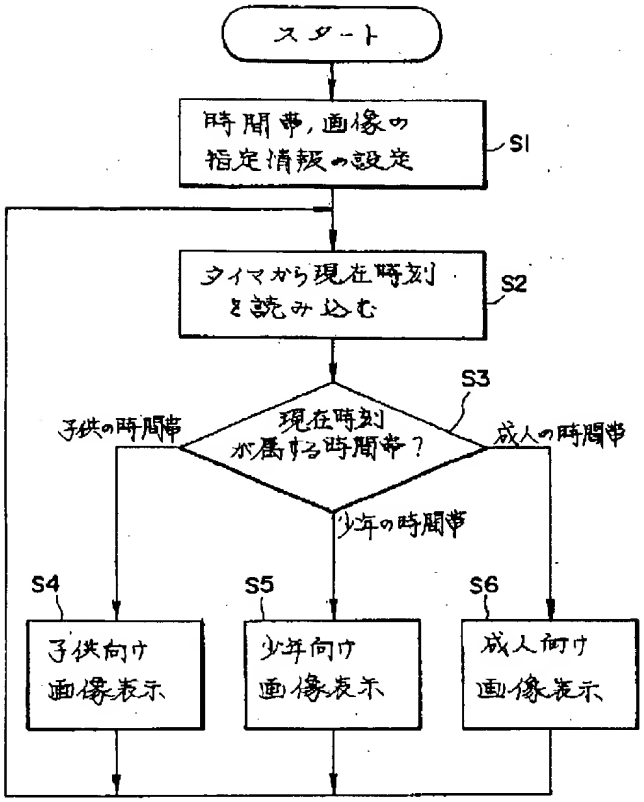
(B)



[Drawing 7]

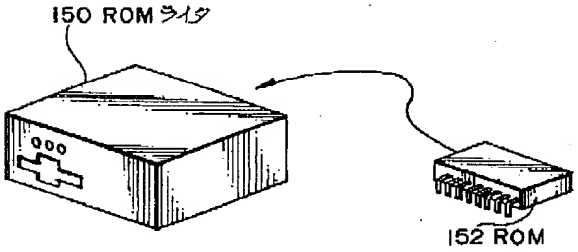


[Drawing 6]

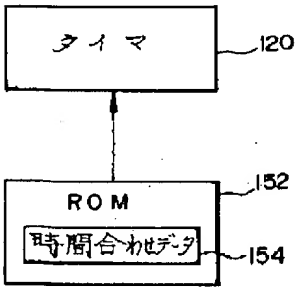


[Drawing 8]

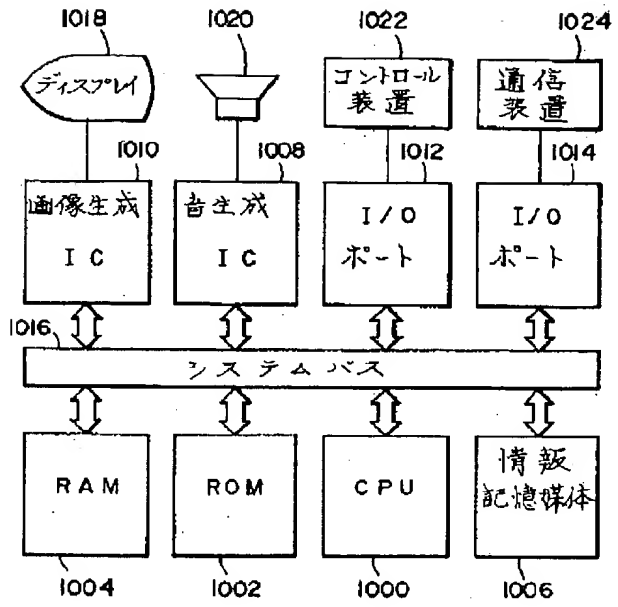
(A)



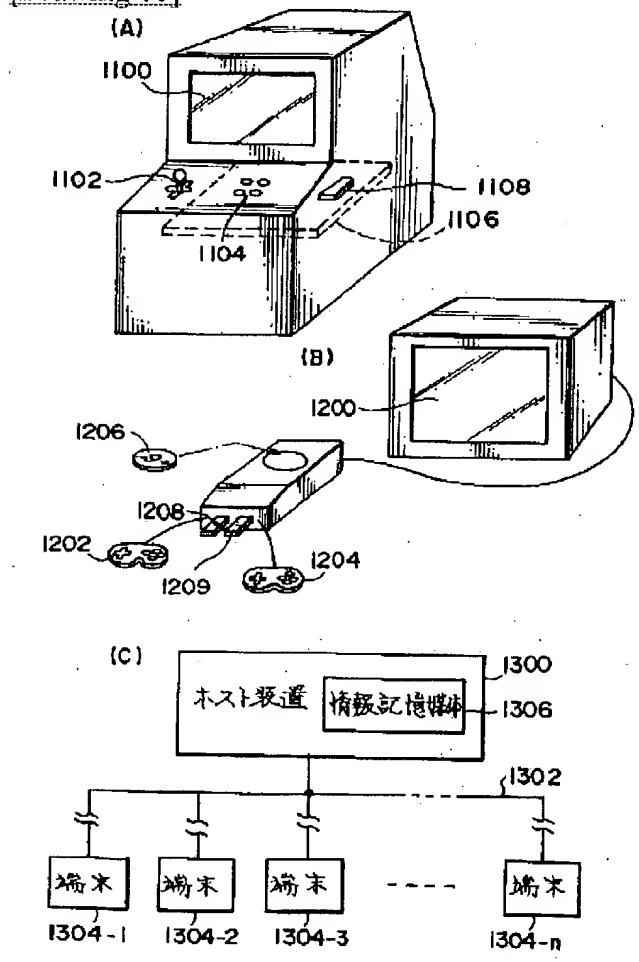
(B)



[Drawing 9]


1018
1020
1022
1024
ディスプレイ
コントロール装置
通信装置
1010
1008
1012
1014
画像生成 I C
音生成 I C
I / O ポート
I / O ポート
1016
システムバス
RAM
ROM
CPU
情報記憶媒体
1004
1002
1000
1006

[Drawing 10]


(A)
1100
1102
1108
1106
1104
(B)
1200
1206
1208
1202
1204
1209
(C)
ホスト装置
情報記憶媒体
1300
1306
1302
端末
端末
端末
端末
1304-1
1304-2
1304-3
1304-n

[Translation done.]